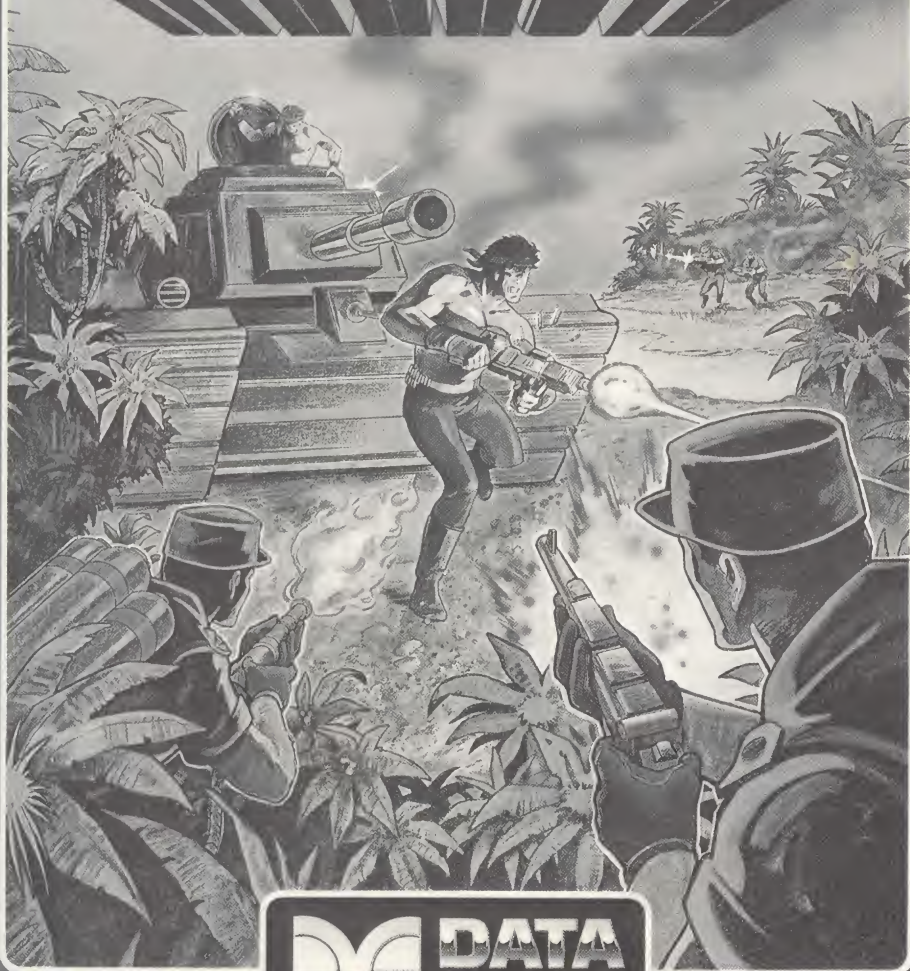


# INSTRUCTION MANUAL

# IKARI WARRIORS™



© 1987 SNK CORP.  
MFD. UNDER LICENSE BY  
DATA EAST USA, INC.

**DATA  
EAST**

# HOW TO PLAY *IKARI WARRIORS*




## **OBJECTIVE**

Behind enemy lines, your tactics are guerilla warfare as you and your partner battle through the jungles, rivers, ruins, and opposing entrenchments in this interactive 2-player arcade hit. Picking up an array of weaponry – machine guns, grenades, rocket launchers, and even a tank! – you must battle your way to survival and conquest.

## **GAME PLAY**

- Your main weapons are machine guns and grenades. Watch your bullet and grenade supplies carefully, and pick up new supplies before you run out.
- Use the tanks to fight whenever you can. A tank can be entered when you see it flashing. Although tanks can be destroyed by the enemy, you cannot be hit as long as you are inside one.
- You must pick up fuel to keep the tank running, or it will stop moving and then explode. Tanks can only be used on dry land.
- Rocks and walls will protect you from enemy bullets, but watch out for grenades.
- Be careful when crossing a river or sea; your movement will be slower.
- Each time you are hit, you lose one life. When you lose five lives, the game is over.

## **BONUS ITEMS**

- F** Super bullets (indicated by red bullets).
- L** Longer bullet and tank shell range (double length).
- S** Speed up bullet firing.
- B** Super grenades.
- K** Kill all enemies on the screen.
-  Add 40 grenades to your supply.
-  Add 40 bullets to your supply.
-  Energy supply for tanks, bullets, and grenades.

## **SCORING**

**Enemy soldiers:** 100/200 points.

**Bunkers:** 600 points.

**Helicopter:** 600 points.

**Enemy tank:** 800 points.

**Gate:** 1000 points.

**Level Advance:** 5000 points.

# **COMMODORE\* INSTRUCTIONS**

## **LOADING**

- Turn on the disk drive and insert the disk with the label facing upwards.
- Type LOAD "\*", 8, 1
- A self-running demo will appear. Press the joystick button at any time to start the game.

## **CONTROLS**

- A joystick is required for this game. Use the joystick in port 2.
- Use the joystick button to fire bullets.
- Use the Spacebar to throw grenades and to enter tanks.

**NOTE:** This game plays the same as the Apple II version with the exception of "breakouts" at the end of each level which have been left out. Helicopters do fly in this version.

\*COMMODORE IS A REGISTERED TRADEMARK OF COMMODORE ELECTRONICS LTD.

## **COMMODORE 64™ OWNERS:**

Please note that this C-64 version is a one-player game only.



# IBM\* INSTRUCTIONS

Two (2) 5¼" floppy disks are included: PROGRAM disk and EGA disk. The PROGRAM disk supports CGA graphics and requires 256K main memory, standard CGA graphics, and RGB monitors. The EGA disk supports standard EGA graphic cards with EGA monitors.

## LOADING

- The PROGRAM disk is self-booting. Place disk into disk drive and turn system on.
- For EGA, remove the PROGRAM disk after loading is completed. Insert EGA disk into disk drive and press RETURN.
- For A and B disk drives, place the PROGRAM disk into Drive A and turn system on. Once loading is complete, place the EGA disk into Drive B and press RETURN.

## JOYSTICK CONTROLS

<b>Joystick</b>	Controls all movements.
<b>Button 1</b>	Used for firing bullets and tank shells.
<b>Button 2</b>	Used for throwing grenades and entering/exiting tank.

## KEYBOARD CONTROLS

<b>Pgup</b>	Move up/right.
<b>Pgdn</b>	Move down/right.
<b>Home</b>	Move up/left.
<b>End</b>	Move down/left.
<b>Up-arrow</b>	Move up.
<b>Down-arrow</b>	Move down.
<b>Right-arrow</b>	Move right.
<b>Left-arrow</b>	Move left.
<b>Spacebar</b>	Stop movement.
<b>'Z' key</b>	Fire bullets and tank shells.
<b>'X' key</b>	Throw grenades and entering/exiting tank.
<b>'C' key</b>	Second bullet fire button.

## Miscellaneous Keys:

<b>'M' key</b>	Toggle music on/off.
<b>'S' key</b>	Toggle sound on/off.
<b>'Q' key</b>	Quit game.
<b>ESC key</b>	Pause game.

\* IBM IS A REGISTERED TRADEMARK OF IBM CORP.

# APPLE\* INSTRUCTIONS

- The APPLE disk is a double-sided floppy. To continue the game, the disk must be turned over.
- An APPLE IIe or IIc with 128K memory is required.
- This version is for one player only.

## JOYSTICK CONTROLS

<b>Joystick</b>	Controls all movement.
<b>Button 1</b>	Used for firing bullets and tank shells.
<b>Button 2</b>	Used for throwing grenades and entering/exiting tank.

## KEYBOARD CONTROLS

<b>'Q' key</b>	Move up/right.
<b>'.' key</b>	Move down/right.
<b>'U' key</b>	Move up/left.
<b>'M' key</b>	Move down/left.
<b>'I' key</b>	Move up.
<b>'K' key</b>	Move down.
<b>'L' key</b>	Move right.
<b>'J' key</b>	Move left.
<b>Spacebar</b>	Stop movement.
<b>'Z' key</b>	Fire bullets and tank shells.
<b>'X' key</b>	Throw grenades and entering/exiting tank.
<b>'C' key</b>	Second bullet fire button.

## Miscellaneous Keys:

<b>'S' key</b>	Toggle sound on/off.
<b>'Q' key</b>	Quit game.
<b>ESC key</b>	Pause game.

\* APPLE IS A REGISTERED TRADEMARK OF APPLE COMPUTERS, INC.

## **LIMITED WARRANTY**

Data East USA warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the diskette to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the diskette, free of charge to the original purchaser (except for the cost of returning the diskette) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



**Data East USA, Inc.**  
470 Needles Drive, San Jose, California 95112